



DEPARTMENT OF RECREATION, PARKS AND CULTURAL ACTIVITIES  
RECREATION SERVICES DIVISION  
SPORTS OFFICE



**2011 TEE-BALL LEAGUE  
RULES and REGULATIONS**

1. **ELIGIBILITY**

1.1 **Only City of Alexandria residents may participate.**

- 1.2 League age is determined by a **player's age as of April 30 of the current year**. A child will be able to participate provided he/she will have reached his/her 5th birthday but not his/her 7th birthday on or before April 30<sup>th</sup> of the current year.
- 1.3 The Sports Office staff is responsible for checking and verifying the age of their players.
- 1.4 All games involving the use of an ineligible player will result in a forfeit and disciplinary action for the coach.
- 1.5 Each player must have a current official registration form signed by his/her parents or guardians and return it to the Sports Office before being eligible to participate.
- 1.6 A child cannot participate in the Alexandria Tee Ball League while playing on another organized baseball or tee ball league.

2. **ROSTER**

- 2.1 Roster is limited to a minimum of 7 players and a maximum of 18 players.
- 2.2 Roster changes or additions must be approved by the Recreation Department Sports staff only.

3. **PLAYING RULES**

- 3.1 National Little League Baseball Rules shall apply to all general features of the game except as amended herein.
- 3.2 Only matching Recreation Department issued jerseys and hats will be allowed for league play. Baseball pants, socks, shorts or other is optional as outlined by the coach.
- 3.3 Pitcher's plate shall be 40 feet from home plate, and the bases 60 feet apart.
- 3.4 The ball must be hit from a batting tee.
- 3.5 The pitcher must have both feet on the pitcher's plate when the batter hits the ball.

- 3.6 Base runners may not leave the base until the batter has hit the ball.
- 3.7 Infielders may not play any closer than 45 feet from home plate until the ball is hit.
- 3.8 No bunting. Batters must take a full swing.
- 3.9 An inning shall consist of all batters coming to bat. The defense should treat every at bat as if there are no outs.
- 3.10 Official game shall be up to 6 innings, or no more than one (1) hour thirty (30) minutes.
- 3.11 Tie games shall be stopped after 6 innings or no more than one (1) hour thirty (30) minutes and not be replayed.
- 3.12 A team's batting lineup shall consist of all its players who are present at the game. If a player is late for the game, such player is inserted last in the batting lineup.
- 3.13 On defense, a team may play no more than ten (10) players at the same time. Players may withdraw and reenter the game an unlimited number of times.
- 3.14 All players must play at least two complete innings in the field except for an abbreviated game. Failure to abide by this rule will result in the forfeiture of the game.
- 3.15 The batter must wait for the pitcher to make the "phantom pitch" before hitting.
- 3.16 The batter may not take a practice swings after the "phantom pitch" has been made. Practice swings after the "phantom pitch" will be recorded as strikes. No batter shall strike out. However the coach of the team at bat may end the batter's at bat to avoid embarrassment to the batter.
- 3.17 Circumstances which shall stop play:
  - A. When the ball is held by a defensive player within the confines of the infield, a base runner may not advance to the next base unless such runner is already at least halfway to the next base. However, if the defensive player makes a play on the runner, play does not stop.
  - B. When the ball goes beyond the field of play.

The volunteer umpire/coach making the decision to stop play, shall notify the players by announcing "time out."
- 3.18 Everyone must remain behind the out-of-bounds line except for the coach/volunteer umpire(s), the 10 defensive players, the offensive players on base or at bat, and the first and third base coaches. Remember, only one person should be coaching each base.
- 3.19 The "infield fly" rule shall not apply.

- 3.20 A team may start play with as few as six (6) players. If a team does not have at least six (6) players to play a game, such game shall be automatically forfeited.
- 3.21 If the batter hits the batting tee without hitting the ball, it shall be recorded as a strike and must be redone by the hitter.
- 3.22 A batted ball that must travel in front of home plate and between the foul line or it is a foul ball.
- 3.23 The batting tee shall be placed directly on home plate and be moved out of the way by the coach/volunteer umpire when a runner is approaching home plate. The coach/volunteer umpire is responsible for placing the ball on the tee, determining that the fielders are ready (in position) before allowing the batter to hit the ball, and determining whether the or not the ball has traveled in fair territory.
- 3.24 The coach/volunteer umpire must make sure that the catcher stands against the backstop (first base side for right handed batters or the 3rd base side for left handed batters) until the ball has been hit.
- 3.25 When a ball is "overthrown" and goes out of bounds, the base runners are entitled to the base they are going to plus one (1) more (one plus one rules).

**EXCEPTION:** The batter-runner will only be awarded 2nd base on an overthrow at first base even though he/she may have already made the turn at first base.

- 3.26 If a base runner fails to touch a base, he/she is out if the base is tagged by a defensive player holding a "live" or "dead" ball while appealing to the coach/volunteer umpire and before the runner returns to legitimately touch the base. The runner may not return to a missed base after the umpire has stopped play. A coach/volunteer umpire must see the runner miss the base, otherwise the runner is safe. A coach/volunteer umpire may not tell either team when he/she sees a runner miss a base. If no appeal is made by the defense, the runner is safe.

#### 4. **GENERAL**

- 4.1 Players are not allowed to wear metal spikes.
- 4.2 Each team is responsible for supplying one coach/volunteer umpire to call the game. Two adult base coaches are permitted for the offensive team. No one under the age of 16 may coach a base.
- 4.3 No score shall be kept; the home team is responsible for the game balls, bases, and batting tee.
- 4.4 The rubber part of the tee must be attached to the tee when the ball is hit.
- 4.5 The home team sits on the third base side.

- 4.6 The Recreation department will notify the team managers via the **Youth Sports Hotline 703.746.5597, e-mail or phone calls** if a game has been canceled due to bad weather or poor field conditions. If bad weather develops just before the start of the game, the managers of the two teams will determine whether or not the game will be played. Once the game has started, the coach/volunteer umpire will determine if a game should continue in case of bad weather or darkness.
- 4.7 Any question or situation not covered by these League Rules, or official interpretation thereof, shall be referred to the Sports Office.
- 4.8 The coaches/volunteer umpires should be absolute control once the game starts. Any dispute during a game regarding a rule or its interpretation, should be discussed in a calm manner among the team managers and umpires to try and resolve the issue so that all parties are in agreement. Decisions regarding an umpire's judgment (not a rule interpretation) should not be questioned.
- 4.9 If the batter throws the bat, he/she is automatically out and all base runners must return to the base held before the ball was hit. A "thrown bat" is a bat that is:
- a. Thrown beyond 15 feet from the point of home plate in any direction;
  - b. Thrown so that it hits the backstop, or
  - c. Thrown so that it hits another person,.
  - d. Thrown in poor sportsmanship
- 4.10 A manager/coach shall not remove a team from the field nor restrict youth participation in any game without the consent of the Sports Office. Such conduct will not be tolerated and could result in an official reprimand or one game suspension for the first offense. Further violation of this rule may result in termination from the program.
- 4.11 All players, coaches and parents must sign the **Code of Sportsmanship** prior to the start of practices. Coaches shall be responsible for the conduct of their players, both on and off the field and spectators. **Improper conduct on the part of players, coaches or spectators may result in expulsion, suspension or forfeiture of the game.**
- 4.12 Profane and abusive language by the coaches or players will not be tolerated. Disciplinary action can include suspension, loss of NYSCA certification and/or termination from the league.
- 4.13 Coaches from each team shall meet before each game to review the general rules, and to discuss any mutually agreed upon changes. Coaches are encouraged to play all of their players at all of the defensive positions during the course of the season.